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ABSTRACT

A human body is three-dimensionally reproduced to create a computer-rendered model. The model is dynamically manipulable to adjust or customize the dimensions of the model to specified measurements. Computer renderings of garments are stored in the computer. The model may be "clothed" with one or more garments, the representation of a garment being accurately adjusted to reflect its fit on a model of the model's particular dimensions. The computer will accurately represent the specific dimensions of the items of clothing in relation to the customized dimensions of the virtual mannequin. The virtual mannequin may be rotated and may be animated to thereby model the clothing and observe the interaction of the clothing with the environment. Once satisfied to the accuracy/appropriateness of the clothing, the computer can output appropriate dimensional, color, and related coordinates.

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